

Interactive toy

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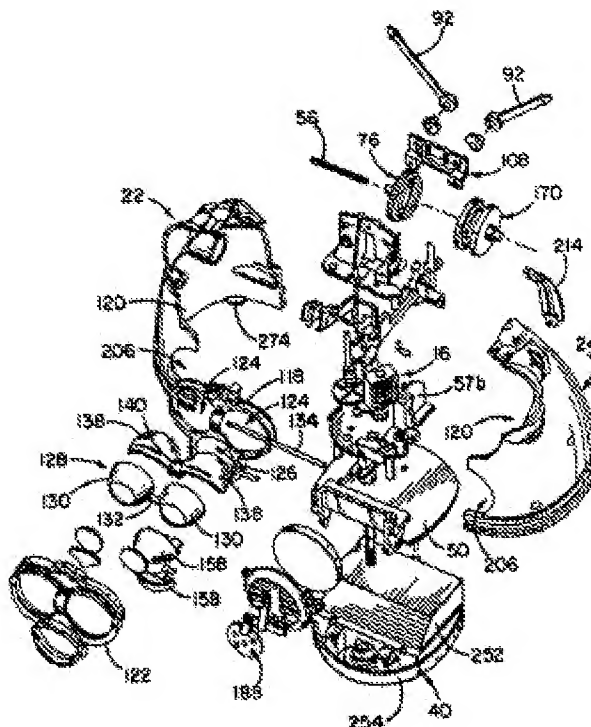
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A very compact interactive toy is provided that provides highly life-like and intelligent seeming interaction with the user thereof. The toy can take the form of a small animal-like creature having a variety of moving body parts that have very precisely controlled and coordinated movements thereof so as to provide the toy with life-like mannerisms. The toy utilizes sensors for detecting sensory inputs which dictate the movements of the body parts in response to the sensed inputs. The sensors also allow several of the toys to interact with each other. The body parts are driven for movement by a single motor which is relatively small in terms of its power requirements given the large number of different movements that it powers. In addition, the motor is reversible so that the body parts can be moved in a non-cyclic life-like manner. For space conservation, a cam operating mechanism is provided that is very compact with the cam mechanisms for the parts all operated off of a single small control shaft of the cam operating mechanism, e.g. approximately one inch in length, driven for rotation by the single, low power motor.



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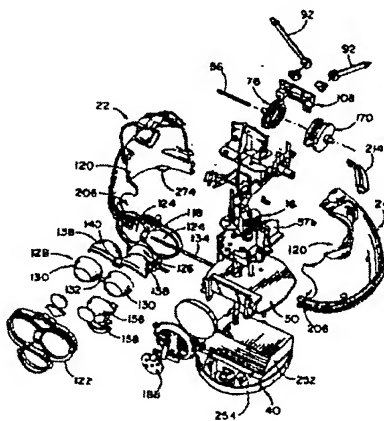
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[54]发明名称 交互式玩具

〔57〕摘要

本发明提供了一种可与使用者交互的极其逼真的智能型极小型交互式玩具。该玩具可采用一种具有多个受到精确地控制、并可配合动作以使该玩具具有逼真的习气的可活动躯体部分的小动物的形式。该玩具采用用于检测传感器输入、以使各躯体部分根据所感应到的输入动作的诸传感器。传感器还可使几个玩具之间彼此交互。各躯体部分由给出大量不同动作所需功率相对较小的单个电动机来驱动动作。另外,电动机是可逆的,以使各躯体部分可以非周期性的逼真方式移动。为了节省空间,设置一极小型的凸轮操纵机构,其中用于所有各躯体部分的凸轮机构均由凸轮操纵机构的、例如接近1英寸长、由单个低功率电动机来带动旋转的单根小控制轴来操纵。



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